

Starflash III

user manual

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P/N 510505 - Version 980127-MA

section 1

INTRODUCTION

Thank you for selecting the Martin *Starflash III*. The *Starflash III* is a powerful but compact effect which produces a variety of exciting effects depending on model. New for this version of the *Starflash* is improved music response circuitry.

Features

- 300 W halogen lamp
- Sharp, rotating, white or colored light beams
- Microprocessor control with accurate music response
- Thermo-switch for overheating protection
- Adjustable mounting bracket

Safety precautions

- The *Starflash III* is NOT for domestic use.
- Read user manual before connecting or operating the fixture.
- Install the fixture out of reach of accidental contact, at least 0.3 meters (12 inches) away from illuminated objects, and at least 0.1 meters (4 inches) from flammable materials.
- Completely disconnect the fixture from electricity and allow to cool for 5 minutes before replacing the lamp or fuse. Refer all other service to a qualified technician.
- To reduce risk of fire and electrical shock, do NOT expose to rain or moisture.
- Do NOT block the fan or air vents.
- Check voltage and frequency settings before applying power.
- Ensure that the fixture is properly grounded (earthed).
- Do NOT operate the fixture if the ambient temperature (t_a) exceeds 40°C (104°F).
- If you have any doubts about how to operate the fixture safely, please contact your Martin dealer for assistance.

section 2

SETUP AND OPERATION

The *Starflash III* includes a 3 m (9.8 ft.) IEC power cable, this user manual, and a mounting bracket. Before operating the fixture, you must insert a lamp, install a plug on the power cord, and attach the mounting bracket.

Installing or replacing the lamp

Install only the lamp listed below for your model.

Model	Volts / Watts	Martin P/N	Output	Avg. Life	Base
EU	230 V / 300 W	346027	7300 lm	50 h	GX 6.35
US	120 V / 300 W	346029	7700 lm	75 h	GX 6.35
UK	240 V / 300 W	346031	5200lm	2000 h	GY 9.5

1. Unplug the fixture and allow it to cool for 5 minutes.
2. Remove the lamp-access thumbscrew on the top of the fixture.
3. If removing a bulb, gently pull it out of the socket.
4. Hold the new bulb in a clean cloth and insert the pins into the socket. Oils from your fingers shorten lamp life; if you do touch the bulb, clean it with a cloth wetted with denatured alcohol.
5. Replace the lamp-socket assembly and tighten the thumbscrew.
6. Sliding the lamp-socket forwards or backwards may improve performance. Unplug the fixture before making adjustments.

Installing a plug on the power cord

WARNING!

The fixture must be grounded (earthed).

The *Starflash III* may be delivered without a plug on the power cord. A 3-prong grounding-type plug must be installed. Following the manufacturer's instructions, connect the wires as follows.

1. Connect the BROWN wire to the LIVE pin.
2. Connect the BLUE wire to the NEUTRAL pin.
3. Connect the YELLOW/GREEN wire to the GROUND (EARTH) pin.

Connecting to AC power

IMPORTANT!

**Do not attempt to dim the *Starflash III*:
damage may occur to the electronic components.**

1. Check to make sure the fixture's operating voltage and frequency, listed on the serial number label on the rear panel, match the AC voltage and frequency.
2. Plug the power cable into the socket on the back of the fixture and an AC outlet.

*Note: Although the *Starflash III* cannot be dimmed, it may be switched on and off remotely using switch packs or the full on and full off levels on dimmer packs.*

Installing the mounting bracket

1. Align the holes in the mounting bracket with the holes in the sides of the *Starflash III*.
2. Place the spacers between the case and the bracket and insert a knob in each side.
3. Tilt the *Starflash III* in the desired direction.
4. Tighten the thumbscrews.

Operating modes

To operate the *Starflash III*, apply power and set the mode switch on the rear panel to the “lamp on” or “flash” position.

Lamp On

In “lamp on” mode, the lamp stays on; rotation is sound activated and changes occasionally. If there is no sound, reflector rotation stops after 5 seconds.

Flash

In “flash” mode, both the lamp and rotation are sound activated. If there is no sound, the lamp turns off after 5 seconds. There is no difference between the 2 “flash” positions.

section 3
BASIC SERVICE

WARNING!

Unplug the fixture and allow to cool before proceeding.

Replacing the fuse

1. Unplug the power cord from the fixture.
2. Place the tip of a screwdriver in the slot on top of the fuse holder, located in the power cord socket, and pry open the holder.
3. Replace the fuse with one of the same rating. The rating is shown on the serial number label.
4. Replace the fuse holder and reconnect the power cord.

Troubleshooting

problem	probable cause(s)	suggested remedy
No light and the fan does not run.	No power to the fixture.	• Check connections.
	Blown fuse.	• Replace fuse.
Fan runs but there is no light.	Sound too low to activate control circuit.	• Increase volume.
	Burned out lamp.	• Install new lamp.
	Fixture overheating.	• Allow to cool. • Improve air flow around the fixture.
Fuse blows repeatedly.	Electrical malfunction.	• Refer to service technician.

If the suggested remedies do not solve the problem, contact your Martin dealer for service.

appendix

SPECIFICATIONS

Dimensions (with mounting bracket)

- Length277 mm (10.9 in)
- Width.....235 mm (9.25 in)
- Height.....218 mm (8.6 in)
- Weight 3.5 kg (7.7 lb)

Electrical

- Power consumption 325 W
- Fuse, EU and UK models (220 - 240 V AC supply)F2 A / 250 V
- Fuse, US model (100 - 130 V AC supply)F4 A / 250 V

Construction

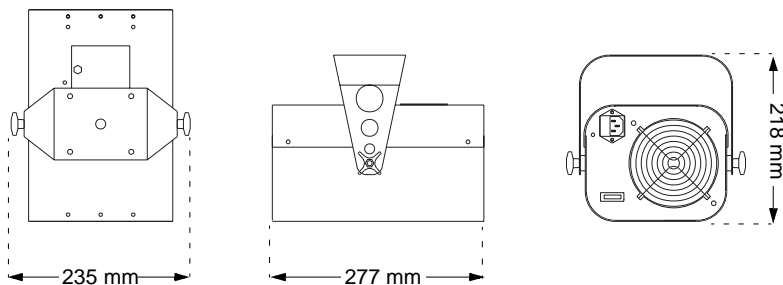
- Housingsteel, aluminum
- Finish baked enamel

Thermal

- Surface temperature under normal conditions75° C (167° F)
- Maximum operating environment temperature40° C (104° F)
- Protection thermo-switch

Accessories

- Martin DMX Switch Pack, 210-245 VP/N 920410
- Martin DMX Switch Pack, 100-130 VP/N 920412



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